Shorter Linear Straight-Line Programs

Results

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Conclusion

Shorter Linear Straight-Line Programs for MDS Matrices Yet another XOR Count Paper

#### <u>Thorsten Kranz</u><sup>1</sup>, Gregor Leander<sup>1</sup>, Ko Stoffelen<sup>2</sup>, Friedrich Wiemer<sup>1</sup>

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## Lightweight Cryptography

Cryptographic systems might have to fulfill special constraints.

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## Lightweight Cryptography

Cryptographic systems might have to fulfill special constraints.

Typical Goal Minimize the chip-area.

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Linear L	avers			

- Matrix multiplication(s).
- Often MDS matrices.

$$\begin{pmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} y_0 \\ y_1 \\ y_2 \\ y_3 \end{pmatrix}, \quad x_i, y_i \in \mathbb{F}_{2^8}$$

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Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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## Goal: Small round-based implementation

$$\begin{pmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} y_0 \\ y_1 \\ y_2 \\ y_3 \end{pmatrix}, \quad x_i, y_i \in \mathbb{F}_{2^8}$$

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#### Goal: Small round-based implementation



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Metric: XOR count

- Implement matrix multiplication only with XOR operations.
- Use as few XORs as possible.
- Idea: Low XOR count = Low chip-area
- Note: No intermediate result needs to be recomputed.

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2 Shorter Linear Straight-Line Programs



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## 1 Previous Work

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## 3 Results

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Previo	us Work			

- FSE 2018: Jean, Peyrin, Sim, Tourteaux Optimizing Implementations of Lightweight Building Blocks
- FSE 2017: C. Li and Q. Wang Design of Lightweight Linear Diffusion Layers from Near-MDS Matrices
- FSE 2017: Sarkar and Syed Lightweight Diffusion Layer: Importance of Toeplitz Matrices
- CRYPTO 2016: Beierle, Kranz, Leander Lightweight Multiplication in GF(2<sup>n</sup>) with Applications to MDS Matrices
- FSE 2016: Liu and Sim Lightweight MDS Generalized Circulant Matrices
- FSE 2016: Y. Li and M. Wang On the Construction of Lightweight Circulant Involutory MDS Matrices

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 FSE 2015: Sim, Khoo, Oggier, Peyrin Lightweight MDS Involution Matrices

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Previou	s Work			

• Searching many matrices.

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• Searching many matrices. *Cauchy* 

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• Searching many matrices. *Cauchy, Vandermonde* 

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• Searching many matrices. *Cauchy, Vandermonde, Circulant* 

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• Searching many matrices. Cauchy, Vandermonde, Circulant, Hadamard

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 Searching many matrices. Cauchy, Vandermonde, Circulant, Hadamard, Hadamard-Cauchy

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 Searching many matrices. Cauchy, Vandermonde, Circulant, Hadamard, Hadamard-Cauchy, Toeplitz

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 Searching many matrices. Cauchy, Vandermonde, Circulant, Hadamard, Hadamard-Cauchy, Toeplitz, Arbitrary

Motivation 00000	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion o
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- Searching many matrices. Cauchy, Vandermonde, Circulant, Hadamard, Hadamard-Cauchy, Toeplitz, Arbitrary
- Optimizing element multiplication.

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The XOR count is typically split into <u>overhead</u> and <u>fixed cost</u>.

#### Matrix Multiplication

$$\begin{pmatrix} \alpha_{1,1} & \alpha_{1,2} & \dots & \alpha_{1,n} \\ \alpha_{2,1} & & & \\ \vdots & & \ddots & \\ \alpha_{n,1} & & & \alpha_{n,n} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{pmatrix}, \quad \alpha_{i,j}, x_i, y_i \in \mathbb{F}_{2^k}$$

$$\underbrace{\sum_{i,j} \text{XOR}(\alpha_{i,j})}_{\text{Overhead}} + \underbrace{n \cdot (n-1) \cdot k}_{\text{Fixed Cost}}$$

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The XOR count is typically split into <u>overhead</u> and <u>fixed cost</u>.





Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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$$\underbrace{\sum_{i,j} \text{XOR}(\alpha_{i,j})}_{\text{Overhead}} + \underbrace{n \cdot (n-1) \cdot k}_{\text{Fixed Cost}}$$

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The XOR count is typically split into <u>overhead</u> and <u>fixed cost</u>.

#### Matrix Multiplication

$$\begin{pmatrix} \alpha_{1,1} & \alpha_{1,2} & \dots & \alpha_{1,n} \\ \alpha_{2,1} & & & \\ \vdots & & \ddots & \\ \alpha_{n,1} & & & \alpha_{n,n} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{pmatrix}, \quad \alpha_{i,j}, x_i, y_i \in \mathbb{F}_{2^k}$$

$$\underbrace{\sum_{i,j} \text{XOR}(\alpha_{i,j})}_{\text{Overhead}} + \underbrace{n \cdot (n-1) \cdot h}_{\text{Fixed Cost}}$$

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The XOR count is typically split into <u>overhead</u> and <u>fixed cost</u>.

#### Matrix Multiplication

$$\begin{pmatrix} \alpha_{1,1} & \alpha_{1,2} & \dots & \alpha_{1,n} \\ \alpha_{2,1} & & & \\ \vdots & & \ddots & \\ \alpha_{n,1} & & & \alpha_{n,n} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{pmatrix}, \quad \alpha_{i,j}, x_i, y_i \in \mathbb{F}_{2^k}$$

$$\underbrace{\sum_{i,j} \text{XOR}(\alpha_{i,j})}_{\text{Overhead}} + \underbrace{n \cdot (n-1) \cdot k}_{\text{Fixed Cost}}$$

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Table: Best XOR counts of previous work. Matrices in the lower half are involutory.

Dimension	S-box	XOR count
4 × 4	4 bit	10 + 48
4  imes 4	8 bit	10 + 96
<b>8</b> imes <b>8</b>	4 bit	<b>160</b> + <b>224</b>
<b>8</b> imes <b>8</b>	8 bit	192+448
<b>4</b> × <b>4</b>	4 bit	15 + 48
4  imes 4	8 bit	30+96
<b>8</b> × 8	4 bit	200 + 224
<b>8</b> imes <b>8</b>	8 bit	288 + 448

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Previous	s Results			

Table: Best XOR counts of previous work. Matrices in the lower half are involutory.

Dimension	S-box	XOR count
<b>4</b> × <b>4</b>	4 bit	58
$4 \times 4$	8 bit	106
<b>8</b> imes <b>8</b>	4 bit	384
<b>8</b> imes <b>8</b>	8 bit	640
<b>4</b> × <b>4</b>	4 bit	63
$4 \times 4$	8 bit	126
<b>8</b> imes <b>8</b>	4 bit	424
<b>8</b> imes <b>8</b>	8 bit	736

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#### 2 Shorter Linear Straight-Line Programs

## 3 Results

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Local (	Dotimization			

Optimize  $k \times k$  matrix over  $\mathbb{F}_2$ .

$$\boldsymbol{M} = \begin{pmatrix} \alpha_{1,1} & \alpha_{1,2} & \dots & \alpha_{1,n} \\ \alpha_{2,1} & & & \\ \vdots & \ddots & \\ \alpha_{n,1} & & & \alpha_{n,n} \end{pmatrix}, \quad \alpha_{i,j} \in \mathbb{F}_{2^k}$$

Motivation 00000	Previous Work	Shorter Linear Straight-Line Programs	Results 00000	Conclusion o
Global	Optimization	J		

Optimize  $nk \times nk$  matrix over  $\mathbb{F}_2$ .

$$\boldsymbol{M} = \begin{pmatrix} \begin{bmatrix} \alpha_{1,1} & \alpha_{1,2} & \cdots & \alpha_{1,n} \\ \alpha_{2,1} & & & \\ \vdots & & \ddots & \\ \alpha_{n,1} & & & \alpha_{n,n} \end{bmatrix}, \quad \alpha_{i,j} \in \mathbb{F}_{2^k}$$

Motivation 00000	Previous Work	Shorter Linear Straight-Line Programs	Results 00000	Conclusion o
Global C	Optimization			

- **BFA 2017:** Boyar, Find, Peralta Low-Depth, Low-Size Circuits for Cryptographic Applications
- ePrint 2017: Visconti, Schiavo, Peralta Improved upper bounds for the expected circuit complexity of dense systems of linear equations over GF(2)
- JoC 2013: Boyar, Matthews, Peralta Logic Minimization Techniques with Applications to Cryptology
- SAT 2010: Fuhs, Schneider-Kamp Synthesizing Shortest Linear Straight-Line Programs over GF(2) Using SAT
- IWIL 2010: Fuhs, Schneider-Kamp Optimizing the AES S-Box using SAT
- MFCS 2008: Boyar, Matthews, Peralta On the Shortest Linear Straight-Line Program for Computing Linear Forms
- ISIT 1997: Paar
   Optimized Arithmetic for Reed-Solomon Encoders

Motivation Previous Work

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Conclusion

## **Global Optimization**

- Lots of work about implementing binary matrices with few XORs.
- Goal: Find Shortest Linear Straight-Line Programs.

Previous Work

Shorter Linear Straight-Line Programs

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Conclusion o

## **Global Optimization**

- Lots of work about implementing binary matrices with few XORs.
- Goal: Find Shortest Linear Straight-Line Programs.
- Equivalent to our goal! (Hardware implementation with lowest XOR count.)

Motivation 00000	Previous Work	Shorter Linear Straight-Line Programs	Results 00000	Conclusion o
Global C	Optimization			

- **BFA 2017:** Boyar, Find, Peralta Low-Depth, Low-Size Circuits for Cryptographic Applications
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   Optimized Arithmetic for Reed-Solomon Encoders

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## Algorithm 1 (Paar 1997)

- Find most common subexpression.
- Add according computation to the program.

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} a_0 + a_2 + a_3 \\ a_0 + a_1 + a_2 \\ a_0 + a_1 + a_2 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} a_0 + a_2 + a_3 \\ a_0 + a_1 + a_2 \\ a_0 + a_1 + a_2 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} (a_0 + a_2) + a_3 \\ (a_0 + a_2) + a_1 \\ (a_0 + a_2) + a_1 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

 $x_0 = a_0 + a_2$ 

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_0 + a_3 \\ x_0 + a_1 \\ x_0 + a_1 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

 $\mathbf{x}_0 = \mathbf{a}_0 + \mathbf{a}_2$ 

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_0 + a_3 \\ x_0 + a_1 \\ x_0 + a_1 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

 $x_0 = a_0 + a_2$ 

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_0 + a_3 \\ x_0 + a_1 \\ x_0 + a_1 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

 $x_0 = a_0 + a_2$ 

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_0 + a_3 \\ (x_0 + a_1) \\ (x_0 + a_1) + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

 $x_0 = a_0 + a_2$  $x_1 = x_0 + a_1$ 

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_0 + a_3 \\ x_1 \\ x_1 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

 $x_0 = a_0 + a_2$  $x_1 = x_0 + a_1$ 

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_0 + a_3 \\ x_1 \\ x_1 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

 $x_0 = a_0 + a_2$  $x_1 = x_0 + a_1$ 

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Conclusion

## Algorithm 1 (Paar 1997)

# Example $\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_3 \\ x_1 \\ x_4 \\ x_6 \end{pmatrix}$

 $x_{0} = a_{0} + a_{2}$   $x_{1} = x_{0} + a_{1}$   $x_{2} = a_{1} + a_{2}$   $x_{3} = x_{0} + a_{3}$   $x_{4} = x_{1} + a_{3}$  $x_{5} = x_{2} + a_{3}$ 

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## Algorithm 1 (Paar 1997)

#### Example

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_3 = a_0 + a_2 + a_3 \\ x_1 = a_0 + a_1 + a_2 \\ x_4 = a_0 + a_1 + a_2 + a_3 \\ x_5 = a_1 + a_2 + a_3 \end{pmatrix}$$

 $x_{0} = a_{0} + a_{2}$   $x_{1} = x_{0} + a_{1} = a_{0} + a_{1} + a_{2}$   $x_{2} = a_{1} + a_{2}$   $x_{3} = x_{0} + a_{3} = a_{0} + a_{2} + a_{3}$   $x_{4} = x_{1} + a_{3} = a_{0} + a_{1} + a_{2} + a_{3}$   $x_{5} = x_{2} + a_{3} = a_{1} + a_{2} + a_{3}$ 

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Algorithm 1 (Paar 1997)

Table: New XOR counts for matrices from previous work. Matrices in the lower half are involutory.

Dimension	S-box	Previously best	New results
<b>4</b> × <b>4</b>	4 bit	58	46
$4 \times 4$	8 bit	106	102
<b>8</b> imes <b>8</b>	4 bit	384	210
<b>8</b> × 8	8 bit	640	464
<b>4</b> × <b>4</b>	4 bit	63	51
$4 \times 4$	8 bit	126	102
<b>8</b> imes <b>8</b>	4 bit	424	222
<b>8</b> × 8	8 bit	736	620

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- More advanced heuristics
  - There exists many follow-up work.
  - More sophisticated algorithms.

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- There exists many follow-up work.
- More sophisticated algorithms.

Example  

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} a_0 + a_2 + a_3 \\ a_0 + a_1 + a_2 \\ a_0 + a_1 + a_2 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

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Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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- There exists many follow-up work.
- More sophisticated algorithms.

Example  

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} a_0 + a_2 + a_3 \\ a_0 + a_1 + a_2 \\ a_0 + a_1 + a_2 + a_3 \\ a_1 + a_2 + a_3 \end{pmatrix}$$

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 $x_0 = a_0 + a_1$ 

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 $x_0 = a_0 + a_1$  $x_1 = x_0 + a_2 = a_0 + a_1 + a_2$ 

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$$egin{array}{ll} x_0 &= a_0 + a_1 \ x_1 &= x_0 + a_2 = a_0 + a_1 + a_2 \ x_2 &= x_1 + a_3 = a_0 + a_1 + a_2 + a_3 \end{array}$$

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$$x_0 = a_0 + a_1$$
  

$$x_1 = x_0 + a_2 = a_0 + a_1 + a_2$$
  

$$x_2 = x_1 + a_3 = a_0 + a_1 + a_2 + a_3$$
  

$$x_3 = x_2 + a_1 = a_0 + a_2 + a_3$$

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Example  

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$$x_0 = a_0 + a_1$$
  

$$x_1 = x_0 + a_2 = a_0 + a_1 + a_2$$
  

$$x_2 = x_1 + a_3 = a_0 + a_1 + a_2 + a_3$$
  

$$x_3 = x_2 + a_1 = a_0 + a_2 + a_3$$
  

$$x_4 = x_2 + a_0 = a_1 + a_2 + a_3$$

Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion o

- There exists many follow-up work.
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Example  

$$\begin{pmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} x_3 = a_0 + a_2 + a_3 \\ x_1 = a_0 + a_1 + a_2 \\ x_2 = a_0 + a_1 + a_2 + a_3 \\ x_4 = a_1 + a_2 + a_3 \end{pmatrix}$$

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$$x_0 = a_0 + a_1$$
  

$$x_1 = x_0 + a_2 = a_0 + a_1 + a_2$$
  

$$x_2 = x_1 + a_3 = a_0 + a_1 + a_2 + a_3$$
  

$$x_3 = x_2 + a_1 = a_0 + a_2 + a_3$$
  

$$x_4 = x_2 + a_0 = a_1 + a_2 + a_3$$

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#### Outline

## Previous Work

## 2 Shorter Linear Straight-Line Programs





Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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#### • We applied the heuristics to



Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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## Improved Implementations

#### • We applied the heuristics to

matrices from previous work

Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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#### We applied the heuristics to

- matrices from previous work
- matrices known from block ciphers and hash functions

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Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results	Conclusion
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- We applied the heuristics to
  - matrices from previous work
  - matrices known from block ciphers and hash functions
- Could always find improved implementations (lower XOR count).

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- We applied the heuristics to
  - matrices from previous work
  - matrices known from block ciphers and hash functions
- Could always find improved implementations (lower XOR count).
- Including AES MixColumns implementation with 97 XORs. (So far 103 was best.)

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Statist	ical Analysis			

#### • Analyzed different constructions Cauchy, Circulant, Hadamard, Toeplitz, Vandermonde, Arbitrary

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## Statistical Analysis

• Analyzed different constructions *Cauchy, Circulant, Hadamard, Toeplitz, Vandermonde, Arbitrary* 

- No construction was superior.
- Exception: Subfield Construction

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## Statistical Analysis

- Analyzed different constructions *Cauchy, Circulant, Hadamard, Toeplitz, Vandermonde, Arbitrary*
- No construction was superior.
- Exception: Subfield Construction

#### Good strategy

Using subfield construction with best results from smaller S-box size.

Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results ○○○●○	Conclusion O
New R	esults			

Table: New best XOR counts compared to previous work. Matrices in the lower half are involutory.

Dimension	S-box	Previously best	New best
<b>4</b> × <b>4</b>	4 bit	58	36
$4 \times 4$	8 bit	106	72
<b>8</b> imes <b>8</b>	4 bit	384	196
<b>8</b> imes <b>8</b>	8 bit	640	392
$4 \times 4$	4 bit	63	42
4  imes 4	8 bit	126	84
<b>8</b> imes <b>8</b>	4 bit	424	212
<b>8</b> imes <b>8</b>	8 bit	736	424

Motivation	Previous Work	Shorter Linear Straight-Line Programs	Results oooo●	Conclusion O
New Re	sults			

Table: New best XOR counts compared to previous work. Matrices in the lower half are involutory.

Dimension	S-box	Previously best	New best
<b>4</b> × <b>4</b>	4 bit	10 + 48	-12 + 48
$4 \times 4$	8 bit	10 + 96	-24 + 96
<b>8</b> imes <b>8</b>	4 bit	<b>160</b> + <b>224</b>	-28 + 224
<b>8</b> × 8	8 bit	192 + 448	-56 + 448
<b>4</b> × <b>4</b>	4 bit	15 + 48	-6 + 48
$4 \times 4$	8 bit	30 + 96	-12 + 96
<b>8</b> imes <b>8</b>	4 bit	200 + 224	-12 + 224
<b>8</b> × 8	8 bit	<b>288</b> + <b>448</b>	-24 + 448

Motivation 00000	Previous Work	Shorter Linear Straight-Line Programs	Results 00000	Conclusion •
Conclu	ision			

#### Take Home Messages

- Optimize globally rather than locally.
- Stop thinking in overhead and fixed cost.
- Use the existing heuristics.
- Not necessary to restrict to matrices over finite fields.

https://github.com/pfasante/shorter\_linear\_slps\_for\_mds\_matrices

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## Any Questions?